



# KirkleesClimbing Bouldering Guides

## Longwood Tower Quarry

Longwood Tower Quarry, a series of gritstone quarries and a bit of natural rock. Easy enough to find as it's right next to, and dominated by, the very visible Victorian folly - Nab End Tower. Mostly lower grade bouldering problems with a few routes thrown in. Plenty of graffiti.



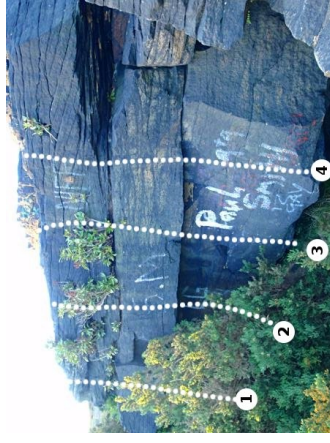


## ACCESS

Numerous routes to get here from most areas of Huddersfield. The easiest route is probably from the main roundabout at Paddock, taking Longwood Road which turns into Vicarage Road and then becomes Thornhill Road.

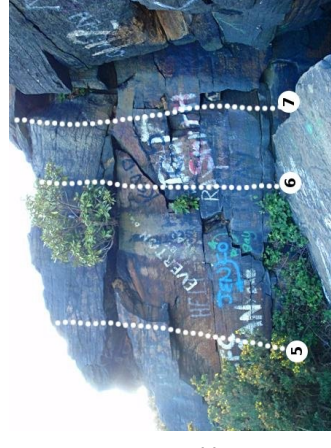
Park carefully on the road near the newsagents or the Rose and Crown pub and take the path up behind where the cemetery is to come out near the tower.

The problems are described in 4 distinct sectors.

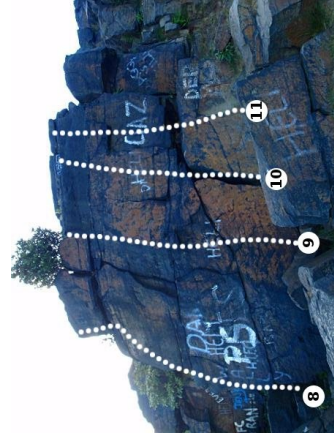


## Sector A - Quarry Area

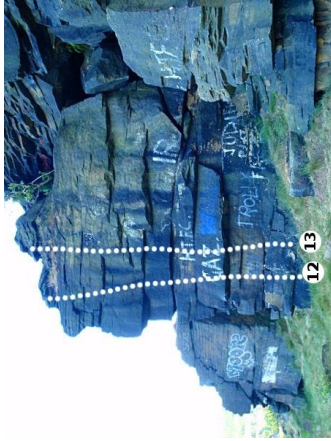
- 1) **Font 3** Hiding behind the gorse bush is the left edge of the wall.
- 2) **Font 4+** Sit start the overhang and crack adjacent to LG graffiti, to the pockets and then upwards.
- 3) **Font 5+** Sit start the crack and triangular pocket just left of Paul Smith graffiti.
- 4) **Font 3** Up the ramp.



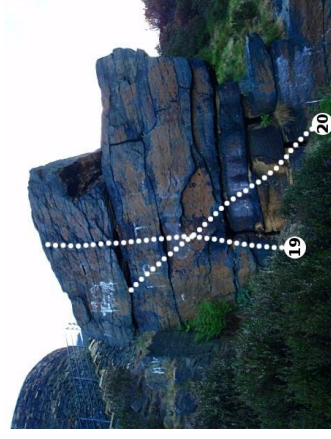
- 5) **Font 3** The overhanging left edge of the wall.
- 6) **Font 5+** The centre of the wall with awkward moves at the top.
- 7) **Font 4+** The rightwards angled flake and scoop. Finish to the right and watch the landing.



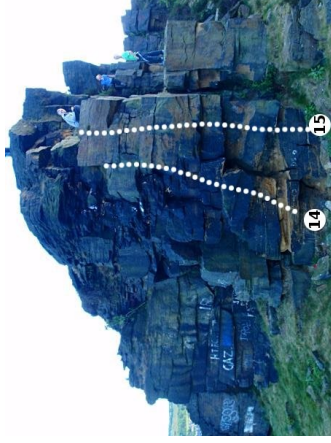
- 8) **U2 - Font 3** Just around the corner go up the wall, watch the landing.
- 9) **Font 5+** The blank wall just left again.
- 10) **Font 3** Just to the left, the wall with the crack.
- 11) **Font 3** The orange wall, watch the landing



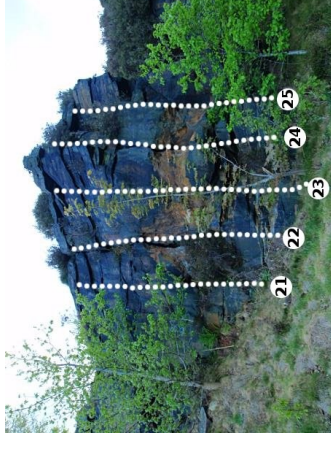
- 12) **Font 3** Up the centre of the wall, the crack is 'in' at this grade.  
 13) **Font 4+** Up the centre of the wall, the crack is not 'in'.



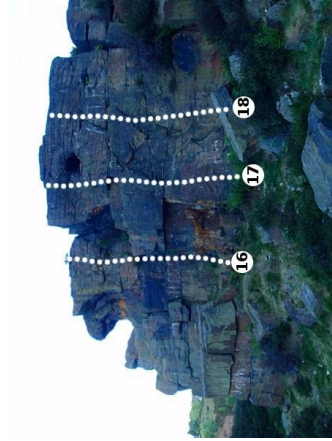
- Opposite 18 is a short wall adjacent to the steps on the tower  
 19) **Font 3** Up the short wall on cracks  
 20) **Font 4+** Just to the right crimp out left to the break.



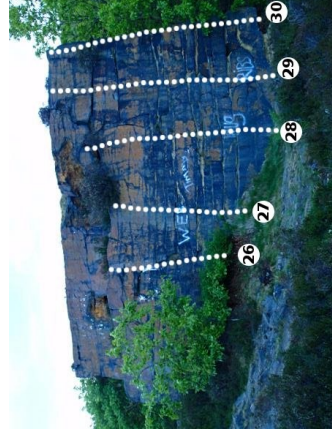
- 14) **Font 5+** To the right of the triangular block, up the wall, but no using the right arete.  
 15) **NATURAL BORN NOSE - HVS 5a** The nose on good rock.



- Sector B - 20m back from the tower is Sandy Scoop Buttress**  
 21) **BAD BOYZ - HS 4c** The wall just left again.  
 22) **VD 3c** Dirty crack L of the sandy scoop.  
 23) **Font 3** The bulging sandy wall just right of the scoop.  
 24) **LEFT CRACK - HS 4b** Crack to the ledge, finish up the L crack.  
 25) **HOLE CORNER - VS 4c** Up the corner L of the hole to ledge, then up the small wall to the right.



- 16) **S 4b** The wall to the left of the shabby corner.  
 17) **VS 4c** Just left of that hole, the wall.  
 18) **HS 4b** Cracks and ledges just to the right of the hole.

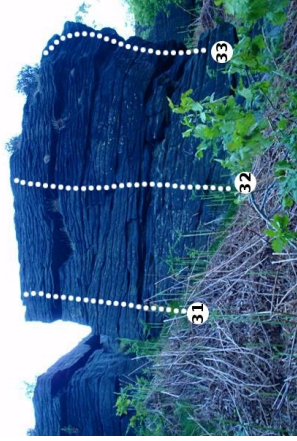


- Sector C - Oak Buttress**  
 26) **Font 3** Use the flake to gain the ledge with the hole.  
 27) **Font 4+** Crimp up the wall.  
 28) **Font 4+** The wall 2m right again, finishing on the right hand end of the ledge.  
 29) **OFF FROM WORK - HVS 5b** From the middle of the wall head upwards to the nice cracks. Plenty of good passive protection placements.  
 30) **GOOD UN - HVS 5b** At the end of the wall is a square arête.



**Sector D - 100m further up the valley is North Bay**

- 31) **Font 3** The left edge of the buttress.
- 32) **Font 3** Up the middle of the black wall.
- 33) **Font 3** Just to the left of the cave head up the arete.



- 34) **Font 3** Up the arete.

